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Los Angeles 90039

Work Experience 2020-present Los Angeles

Entertainment / experiential event production visual artist for large-scale event companies.

2008-2020

Mel-Nicholas Studio, Las Vegas, NV www.melnicholas.com

Co-founder of professional multi-media art studio with Principal artist Mark Melnick, specializing in all aspects of art production from design concept & grant application to contract fulfillment for wide scope of multi-media projects for public and private commissions based in Nevada, Chicago and California. Worked under city, state and county contracts on studio-commissioned projects.

Public art administration experience relevant to: Open call to artists / RFP, grant writing, project applications & time-lines (contract management), bidding process and facilitating governmental programs/projects within the studio.

Skills include:

Ongoing project management & over-sight (residential, commercial), ongoing art project management (city, state, municipal), working with city staff and clients to meet deadlines and budgetary constraints, facilitating client/artist communication, funding.

Safety training re: tools and heavy equipment, knowledge of OSHA safety standards.

Adhering to applicable federal, state, and local laws, regulatory codes, ordinances, and procedures relevant to assigned area of responsibility.

Art Resource Management: sourcing materials, equipment, artists, contractors & vendors, purchase order protocol.

High level of customer service, effectively dealing with clients, including the public, vendors, contractors, collaborative artists and staff.

Preceding my work with Mel Nicholas, I acquired over 10 years of experience in scenic and fine art studio production practices with the ability to work with various shop trade teams & project managers, artists, designers & subcontractors.

2011-2017

Art Support Services for the Burning Man project:

Worked with Burning Man infrastructure, local and international artists to facilitate the construction of large-scale sculpture for the event in Nevada's Black Rock Desert.

Implemented and managed dispatch of resources to artists and their crews on-site.

Attended daily meetings and visited projects in the field, logged artists and teams into the database, kept track of build schedules for multiple projects and ensured artists attained requested resources. Worked with artists to help them reach scheduled deadlines for the event.

Attend Fire Art Safety (F.A.S.T.) meetings and worked with their team to coordinate and deliver large volumes of wood to art pieces according to the burn schedule.

Honorarium projects:

From 2011 - 2016 MelNicholas Studio produced 3 honorarium projects with grants from Burning Man. Responsible for writing grant applications and project proposals, various aspects of over-sight for each project including management / logistics, communication with Burning Man Art Dept. leads regarding ticketing and work passes for crew, camp permits, passes and timeline / deadlines, supervised post-production, installation & break-down on each project.

Education

The School of The Art Institute of Chicago, Chicago IL, BFA painting / printmaking